

Session 1: Challenges and questions in education: problems and solutions (5 talks; 3h)

Elaine Tan	Challenge today: change tomorrow. Creating opportunities to look beyond current possibilities to change future practices	<a href="#">Link</a>
Hong T. M. Bui	University as a Learning Organisation for Innovation and Transformation	<a href="#">Link</a>
Wayne Holmes	'Talking, feedback, inhibition, emotions and learning...'	<a href="#">Link</a>
Dr Mark Zarb	Transition to Higher Education: what works, what doesn't, and what we can do to help	<a href="#">Link</a>
Tiago Thompsen Primo	Lessons Learned in Digital Education: Thinking about the Ecosystem.	<a href="#">Link</a>

Session 2: Inclusive learning (4 talks; 2h)

Bedour Alshaigy	PILeT: an Interactive Learning Tool to Teach Python	<a href="#">Link</a>
Dr Arvind Upadhyay	Improving Access to Higher Education for Pupils from Underprivileged Backgrounds	<a href="#">Link</a>
Elaine Harada Teixeira de Oliveira	Higher education in the Amazon: challenges and initiatives	<a href="#">Link</a>
Hazel Price	Quality Assurance for Distance Learning in Higher Education: Challenges and opportunities for increasing access in Bolivia	<a href="#">Link</a>

Session 3: Learner Modelling (theory and praxis)(6 talks; 3h)

Dr Koula Charitonos	Designing learning trajectories in an age of mobility	<a href="#">Link</a>
Isabela Gasparini	Cultural Aspects on the User Model in Adaptive Educational Systems	<a href="#">Link</a>
Fabiano Azevedo Dorça	Using machine learning and semantic web technologies to support reuse and personalized recommendation of content in adaptive educational systems considering students learning styles.	<a href="#">Link</a>
Eleandro Maschio Krynski	Student Modeling and Knowledge Acquisition Process in Complex Nature Domains	<a href="#">Link</a>
Geiser Chalco	Using Ontologies and Gamification to Deal with the Motivation Problem in CSCL Scripts	<a href="#">Link</a>
Cristian Cechinel	Modeling at-risk students in distance learning courses	<a href="#">Link</a>

Session 4: Adaptive e-learning, ITS, Personalisation, gamification and educational games (7 talks; 3.5h)

Thais Helena Chaves de Castro	Multimodal Adaptive Approach to Support Higher Education	<a href="#">Link</a>
Alan Pedro da Silva	Intelligent Tutoring Systems based on Neuroscience.	<a href="#">Link</a>
Júlia Marques Carvalho da Silva	The experience of design and conduct an adaptive online learning course for primary and secondary students using gamification	<a href="#">Link</a>
Diego Dermeval Medeiros da Cunha Matos	Combining Human and Artificial Intelligence to Design Gamified, Adaptive and Semantic Tutoring Systems	<a href="#">Link</a>
Maurice Hendrix	Implementing Personalisation in Educational Games	<a href="#">Link</a>
Daniela Cristina Cascini Kupsch	An Experience on Software Engineering Education using Simulation Games	<a href="#">Link</a>
Anelise Lemke Kologeski	Developing the logical reasoning of young students using information technology tools: The "Logicando" Project.	<a href="#">Link</a>

Session 5: Distance learning, MOOCs (8 talks: 4h)

Ranilson Oscar Araújo Paiva	Helping MOOC teachers do their job.	<a href="#">Link</a>
Bernardo Pereira Nunes	Search as Learning	<a href="#">Link</a>
Rafaela Vilela da Rocha Campos	Agile, Integrative and open Method for open Educational resources Development	<a href="#">Link</a>
Lei Shi	Case Study on Distant Learning for Business School Students	<a href="#">Link</a>
Daniel F.O. Onah	Self-Regulated Learning in a Blended Computing Course	<a href="#">Link</a>
Claire Mann	The mature student nurse experience of social media	<a href="#">Link</a>
Stacy Johnson	Democratising Leadership: Developing leadership identity and inclusive leadership through "Lead Now!!" a Massive Online Open Course for student nurses.	<a href="#">Link</a>
Scheila Wesley Martins	The impacts of a CS pedagogy strategy to initial programming learning	<a href="#">Link</a>